SETUP

1 Each player takes the Falmouth Port Board of their color and places it above their personal board.

2 Each player takes the Horse and special Ship of their color and places them on the indicated spots on their Falmouth Port Board.

3 Separate the Roof tiles based on their icons. Each player now takes one of each Roof tile type and places them next to their Falmouth Port board. All unused Roof tiles are returned to the box.

Note: When playing with the Firelands Expansion, flip all Roof tiles to the sides indicated below:

COMPONENTS

4 Falmouth port personal boards
(1 per player color)
8 Roof tiles
(4 per type)
4 Wooden special Ships
(1 per player color)
4 Wooden Horses
(1 per player color)

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FALMOUTH PORT OBJECTIVE LOCATIONS

Each Falmouth Port board has one silver and one golden Objective location. When a player achieves an Objective, they may place it face-down onto an empty matching spot on their Falmouth Port board to gain the associated reward. Players may place face-up Objectives onto open Falmouth Port spots as a reserve, as with the base game Objective placement rules.
Note: Neither of these rewards give end game victory points.

UPGRADING AN EXPLORER

After achieving a golden Objective placed on the Falmouth Port board, the player may upgrade one of their Explorers currently on an Island track. That Explorer is replaced with their Horse, maintaining its position on the track. Place the exchanged Explorer into the box; it will not be used for the rest of the game.

UPGRADING A SHIP

After achieving a silver Objective placed on the Falmouth Port board, the player may replace their Ship with their special Ship, maintaining its position on the track. Place the exchanged Ship into the box; it will not be used for the rest of the game.
If playing with the Firelands Expansion: The player may choose one of their Ships already on an Ocean track.

ROOF TILE ACTIONS

After upgrading an Explorer or Ship token, the player must place one of their Roof tiles face-up next to the completed Objective on the Falmouth Port board. Each Roof tile shows a Correspondence or Academy action icon

On a player's turn, after performing all actions, the player may activate an active Roof tile as long as they performed at least one matching Correspondence or Academy action during that turn. When activating a Roof tile, the player may spend 1-4 Coins to move the associated token (Horse or special Ship) 1-4 times on its Island or Ocean track.
Each Roof tile may be activated only once per turn. The upgraded token movement follows the same rules as regular tokens. Once a Roof tile's movement has ended, the player may perform the action shown where the Horse or special Ship stopped.

INTERACTIONS WITH OTHER EXPANSIONS

Pirates Expansion

When a Roof tile's activation moves a Horse or special Ship onto or past a Campsite, they may take the Treasure (if any) or move the Pirate Ship following the Pirate Expansion rules.

Firelands Expansion

Players may **not** interact with Adventure tokens when moving onto or past them using a Roof tile activation.